SNSP-A8FP-EUR

FIFA ROAD TO WORLD CUP 98

Instruction Booklet

SUPER NINTENDO™
ENTERTAINMENT SYSTEM

EA SPORTS™

WARNING: TO OWNERS OF PROJECTION TELEVISIONS!

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT (television screen). Avoid repeated or extended use of video games on large-screen projection televisions.

EPILEPSY WARNING

PLEASE READ BEFORE USING THIS VIDEO GAME SYSTEM OR ALLOWING YOUR CHILDREN TO USE IT.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

Precautions To Take During Use

- Do not stand too close to the screen. Sit a good distance away from the television screen, as far away as the length of the cable allows.
- Preferably play the game on a small television screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

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STARTING THE GAME

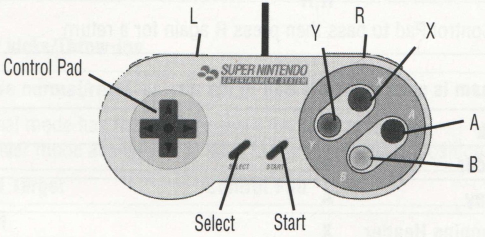
1. Turn OFF the power switch on your Super Nintendo Entertainment System.

WARNING: Never try to insert or remove a game pack when the power is ON.

2. Make sure a Controller is plugged into the controller socket 1 on the Super NES®.
   - If you're playing against a friend, plug the other Controller into controller socket 2.
3. Insert the game pack into the slot on the Super NES. Press firmly to lock the game pack in place.
4. Turn ON the power switch. Following the EA SPORTS logo, *FIFA: Road To World Cup 98* screen, appears. If you don't see it, begin again at step **1**.

CONTROL SUMMARY

On the road to the World Cup, you have to pull out all the stops. Following is a detailed breakdown of every move you can perform on the pitch.



Note: There are two Skill modes available in *FIFA: Road To World Cup 98*: PRO and SEMI.

Kickoff...

Kickoff	**A, B, X** or **Y**
Press	Kick to your team-mate

When your team has the ball on the ground....

Dribble	**Control Pad**
Sprint	**X**
Hold	Burst of speed (Too much sprinting tires players)
Pass	**B** + Control Pad
Press	Pass to nearest team-mate. Use the Control Pad to direct the pass.
Lob/Chipshot	**Y**
To clear the ball or attempt a chipshot.	
Shoot	**A**
To take a shot on goal from anywhere.	
Goal Celebrations	**Y, B** or **A**
Cool SFX Auto Replay must be OFF	
Pro Mode only:	
One-Two	**R,R**
Press R + Control Pad to pass then press R again for a return	

When your team is controlling the ball in the air....

Bicycle Kick	**Y**
Diving Header	**B**
Kick & Volley	**A**
Regular Jumping Header	**X**
• Control Pad **Left/Right** immediately after contact to give the ball a curve.	

When your team is on defence ....

Sprint	**X**
Hold for a burst of speed	
Switch Player	**B**
Control the player nearest the ball.	
Slide Tackle	**Y**
Sliding Tackle/ Steal	**B**
Pro Mode only:	
Elbow	**R**
Push	**L**

When you control the keeper (manual) ....

Defending the goal	
Switch Player	**B**
Dive	**B** + Control Pad
In Possession of the ball	
Toggle normal/target box	**Y**
Move Target Box	**Control Pad**
Throw/Kick	**B**

Corner kicks/Throw-ins....

Toggle normal/receiver	**Y**
Normal mode has the circle beneath the ball carrier. Receiver mode allows you to pass/throw to a targeted position.	
Move Target	**Control Pad**
Shoot	**A**
Pass /Throw-in	**B**

Free kicks....

Enable target box	**B**
Short free kick	**X**
A kick to a nearby player.	
Shot on Goal	**A**
Shoot Ball	
Lob Pass	**B**
Set Plays	**Y**
Press **Y** to cycle through different set plays.	

PK Shootouts....

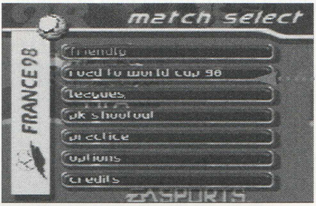
On Defence:	
Save the ball	**B** + Control Pad
On Attack:	
Shoot	**A** + Control Pad

Instant Replay

Rewind/Forward	**Y** + Control Pad **Left/Right**
Play	Hold **B**
Frame By frame	Tap **B** to advance frame
Flip View	A
Menu/Option Screens	
Scroll Options	Control Pad **Up/Down**
Cycle Options	Control Pad **Left/Right**
Select/Advance	**Start** or **B**
Return to previous screen	**X**

Match Select

Match Select is where it all begins.



- To highlight an option Control Pad **Up/Down.**
- To select the highlighted option press **START** or **B**

FRIENDLY — Play a match between two teams of your choice without affecting tournament or league standings. (See *Friendly Match.*)

ROAD TO WORLD CUP 98 — Take a team from the first qualification match to the World Cup championship. (See *Road To World Cup 98.*)

LEAGUES — Take up to eight teams through an entire league schedule. On your way to the championship, you play every team in that league twice. (See *League Play.*)

PENALTY SHOOTOUT — Each team takes five penalty kicks. If tied after five kicks, teams shoot single-shot rounds until one team scores and the other team doesn't.

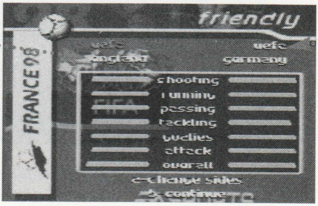
PRACTICE — Use any of the 6 practice scenarios to strengthen weak areas of your game - you choose the level of opposition. (See *Practice.*)

OPTIONS — Go to the Options menu to set Half Length, Match Type, and more. (See *Options.*)

CREDITS — Check out who made the game.

Friendly Match

A friendly match is a single match between two teams of your choice. The results won't affect a team's tournament or league standings.



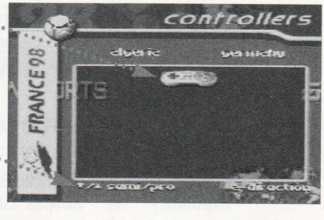
Team Select

To select a Zone, Control Pad **Left/Right**. Control Pad **Down** to highlight the team, then Control Pad **Left/Right** to scroll the teams in that zone. To select the team for the other side, press **A**. The longer the bar, the higher the team's skill rating in that aspect of their play.

- When finished, press **B** to go to Controllers screen.

Controllers

From the Controllers screen, decide who controls which team and whether a team is controlled by one player or multiple players.



Setting Up A Multiplayer Game

Up to five friends can join in a game of EA SPORTS *FIFA: Road to the World Cup 98*. You need the Multi-Player Adapter and a controller for each player.

- Plug a controller into Controller Socket 1 and plug the Multi-Player Adapter into Controller Socket 2 on the front of your Super NES.
- Push the small black switch on the front of the Multi-Player Adapter marked **Select 2P <—> 3-5P** left to the 3-5P position.
- Player 1 uses the controller plugged into Controller Socket 1. Players 2 to 5 use the controllers plugged into the Multi-Player Adapter.

Note: The Multi-Player Adapter is not designed for use with the Super NES Super Scope™ or the Super NES mouse™.

The Controller Icon

Two teams are displayed on the Controllers screen - the home team on the left, visiting team on the right. Icons representing each controller appear in the middle.

Multiple Players

If there are two or more controllers plugged into the Super NES, a controller icon appears in the centre of the screen for each controller. The icon for controller 2 is at the top of the stack, and the icon for controller 5 is at the bottom. On the field, each controller controls the player on its corresponding colour-coded circle.

Controller #	Colour-coded circle
1	Yellow
2	Red
3	Blue
4	Purple
5	Black

To Select Teams:

- Press each Control Pad **Left/Right** to move its controller icon beneath a team. If a controller icon remains in the centre of the screen, that controller is inactive; if no controller icons are assigned to a team, the computer controls that team during the game.

Note: A controller can be reassigned during a game.

Skill Level

Pro gives you total ball control and passing freedom. If you're a newcomer to *FIFA: Road to the World Cup 98*, start out at the SEMI level; the CPU assists in ball control.

- Control Pad **Up/Down** to toggle between PRO and **SEMI** skill level.

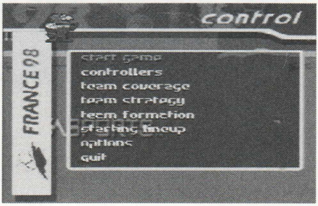
Control Direction

You can change the response of your Control Pad to compensate for the 30° angle used to view the action on the field. The control direction is normally diagonal. Control Pad **Up** to move the players upfield. When the control direction is straight, Press the Control Pad in the true direction you want the players to run.

- From the Controllers screen, press **A** to toggle control direction.
- Once all the controllers have been assigned to a team (or left in a neutral position), press **START** to go to the Control screen.

Pre-game Screen

From the pre-game screen, you can select your team's coverage, strategy, formation, starting line, and other options. To configure your team, highlight the option you want and press **B**.



- To go straight to the field and play with default settings, press **START** while 'Start Game' is highlighted.

Start Game

Leave the pre-game screen and line up on the field.

Controllers

Change the Control Setup you chose earlier. You can also change which team you control during a game. (See *Controllers*.)

Team Coverage

Adjust the range of your players' field coverage.

- Control Pad **Up/Down** to highlight DEFENCE, MIDFIELD or OFFENCE.
- Control Pad **Left/Right** to adjust the length of the arrow on the field. The Midfield arrow can be extended toward defence and offence.
- After you've adjusted your Coverage, press **B** to go to the Team Strategy screen.

Team Strategy

Use this option to select a strategy for your team.

- Use the Control Pad to scroll through the available strategies. Diagrams on the field change to illustrate each strategy.
- After you've adjusted your Strategy, press **B** to go to the Team Formation screen.

Team Formation

Adjust the formation of your players on the field. **X**'s mark player positions on the field.

Note: Different teams have different default formations.

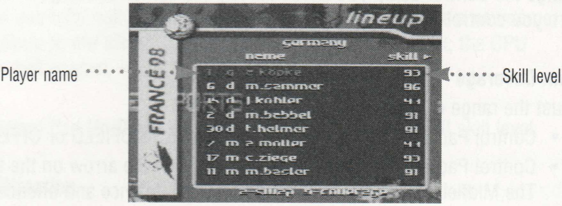
- Use the Control Pad to scroll the available formations. Diagrams on the field illustrate each formation.
- After selecting a formation, press **START**. The Control screen reappears.

- After you've adjusted your Formation, press **B** to go straight to the Starting Lineup Screen.

Starting Lineup

Use this Option to adjust your lineup. Player positions are designated on this screen by single letters: **F**=Forward, **G**=Goalie, **D**=Defender, **M**=Midfielder.

Note: A goalie can be replaced only by another goalie.



1. Highlight the name of the player you want to pull from the game and press **A**.
2. Highlight the player you want to send into the game and press **A**. A message PLAYER SWAP OK confirms that the substitution is made.
   - Before substituting a player, Control Pad **Left/Right** to check his Skill Ratings.
   - Before making a swap, press **B** to cancel a substitution and choose another player.
   - After you've adjusted your Coverage, press **B** to go straight to the Strategy screen.
3. To return to the Control screen, press **START**.

Options

Modify any game options. (See *Options* for descriptions.)

Road to World Cup 98

The road to the World Cup starts here. *FIFA: Road to World Cup 98* consists of a Qualifying Round, First Round, and Final Round tournament. After you complete the Qualifying Round successfully, you advance to the First Round. This section of the manual provides setup instructions, a general overview of qualification guidelines, and specified procedures for each geographical zone.

Set Up the Qualifying Round

After you select ROAD TO WORLD CUP 98 from the Main menu, select a zone and then choose your team(s) for the opening tournament.

Overview of the Qualification Process

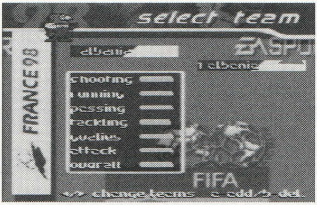
Read on for an overview of the new qualification process for the 1998 World Cup Final in the Stade de France.

Team Select

Control Pad UP/DOWN to toggle between team/zone

Control Pad LEFT/RIGHT to cycle 6 available zones and 172 teams.

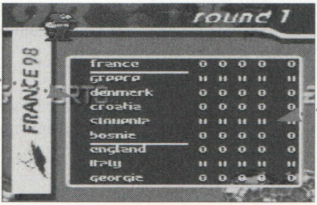
Press **START** to continue.



Press **A** to select/deselect a team to control.

Guidelines

Zone schedule



Team standings

- Four rounds to the World Cup Final: Qualifying, First Round, Second round, Playoffs.
- 172 teams in six Geographical Zones begin the tournament; 32 advance to the First Round; 16 advance to the Final Round. (See World Cup Qualification Zones and Matchups section for descriptions of each Zone and its qualifying procedures.)

Byes

- In the 1998 World Cup, Brazil and France are scheduled to receive byes in the Qualifying Round and begin play in the First Round. However, if you select one of these teams for the Qualifying Round, a random team from their respective Zone receives a bye.
- Some teams receive byes within their Zone's Qualifying Round. If you control one of these teams, your team automatically advances to the appropriate sub-round within that zone.

Tiebreaker

If teams end a round with the same point total, three formats are used to determine a winner:

a) Goal difference (goals for - goals against = goal difference): if the difference is equal, the winner is the team that scored the most goals.

b) If teams are still tied, the number of goals scored in direct encounters determines the winner.

c) If teams are still tied, the player controlled team is declared the winner. If more than one player controlled team is tied, officials draw lots.

d) If two non-user controlled teams are still tied, one is randomly selected.

Qualification Zones And Matchups

Following is a complete description of the qualification procedures for each of the six geographical zones:

CONMEBOL

ZONE 1: Confederación Sudamericana De Futból (CONMEBOL)

10 Nations enter; 4 teams advance + Brazil

- One group of nine teams play a double Round Robin schedule.
- The top four teams + Brazil qualify for the World Cup. If you control Brazil, another (random) team from this zone receives a bye.

OFC

ZONE 2: Oceania Football Confederation (OFC)

10 Nations enter; 1 team or no teams advance.

OFC ROUND 1

- If you control any Round 1 and 2 bye teams (Tahiti, Australia, New Zealand, Fiji), you play them at the start of Round 3.
- Melanesian Group and Polynesian Group both play Round Robin schedules.
- The winner of the Melanesian group advances to Round 3.

OFC ROUND 2

- The runner-up of the Melanesian Group and the winner of the Polynesian Group play a single match. The winner advances to Round 3.

OFC ROUND 3

- Two groups of three teams each play a double Round Robin. The winner from each group advances to Round 4.

OFC ROUND 4

- Group 1 winner plays Group 2 winner in a Home-and-Away series.

ZONE 3: Asian Football Confederation (AFC)

36 Nations enter; 3 teams advance

AFC ROUND 1

- Ten groups of three/four teams. Each group plays a double Round Robin.
- Group winners advance to Round 2.

AFC ROUND 2

- Ten group winners are divided into two groups of five teams.
- Both groups play a single Round Robin schedule.
- The winner and the runner-up in each group (four teams total) advance to Round 3.

AFC ROUND 3

- The two Round 2 winners qualify for the World Cup.
- Two Round 2 losers compete in a third place play-off. The winner qualifies for the World Cup.

ZONE 4: Union Of European Football Association (UEFA)

50 Nations enter; 14 teams advance + France

- Nine groups of five/six teams each play a double Round Robin schedule. The nine group winners and the best runner-up advance.

To determine the best runner-up of the nine groups (after the group ranking is complete) only the matches played against the teams ranking first, third and fourth in each group are considered. The following conditions apply in this order:

- Points gained in matches against teams coming first, third and fourth; goal difference in these games; higher number of goals scored in these games; higher number of goals scored against these opponents in the away games. If teams are still tied the player controlled team is declared the winner. If more than one player controlled team is tied, officials draw lots.
- The eight other runners-up (one from each group) are drawn by lots into four pairs and play a qualifying Home-and-Away series. The four winners determined by these pairings qualify for the World Cup.

If you control France, another (random) team from this zone receives a bye.

CONCACAF

ZONE 5: Confederation Of North, Central American And Caribbean Association Football (CONCACAF)
30 Nations enter; 3 teams advance
EXEMPTIONS

If you control a team exempt from any round(s), you play that team at the start of the following round. (i.e., If you control the United States, it becomes available at the start of the fourth round.)

- Round 2: Bermuda, Barbados, Cayman, Cuba, Haiti, Jamaica, Netherlands Antilles, Puerto Rico, St. Lucia, St. Vincent & Grenadines, Surinam, and Trinidad/Tobago
- Round 3: Belize, Guatemala, Nicaragua, and Panama
- Round 4: Canada, Costa Rica, El Salvador, Honduras, Mexico, and U.S.A.

CONCACAF ROUND 1

The following Caribbean Group teams play a Home-and-Away series. Winners advance to Round 2.

Aruba vs. Dominican Republic	*Bahamas vs. St. Kitts and Nevis*
Guyana vs. Grenada	*Dominica vs. Antigua*

Tiebreaker: See 'Tie Breaker' formula on p.10.

CONCACAF ROUND 2

The following Caribbean Group teams play a Home-and-Away series. Winners advance to Round 3.

Surinam vs. Jamaica	*Bermuda vs. Trinidad and Tobago*
Cayman Islands vs. Cuba	*Puerto Rico vs. St. Vincent*
Bahamas-St. Kitts winner vs. St. Lucia	*Dominica-Antigua winner vs. Barbados*
Guyana-Grenada winner vs. Haiti	*Aruba-Dominican Republic winner vs. Netherlands Antilles*

Tiebreaker: See 'Tie Breaker' formula.

CONCACAF ROUND 3

The remaining Caribbean Group teams play a Home-and-Away series against one opponent (draw to be held after Round 2 games). The four winners advance to the Semifinals.

The following Central American Group teams play a Home-and-Away series. Winners advance to the Semifinals:

Nicaragua vs. Guatemala	*Belize vs. Panama*

Tiebreaker: See 'Tie Breaker' formula.

CONCACAF ROUND 4

Three groups of four teams each plays a double Round Robin.
The top two teams from each group advance to a final round.

GROUP 1	GROUP 2	GROUP 3
United States	Canada	Mexico
Costa Rica	El Salvador	Honduras
Guatemala-Nicaragua winner	Belize-Panama winner	Caribbean Round 3 qualifier
Caribbean Round 3 qualifier	Caribbean Round 3 qualifier	Caribbean Round 3 qualifier

Tiebreaker: See 'Tie Breaker' formula on p.10.

CONCACAF ROUND 5

Six teams play double Round Robin schedule.

Top three teams advance to World Cup.

ZONE 6: Confederation Africaine De Football (CAF)

36 Nations entered; 5 teams advance

EXEMPTIONS

If you control any bye teams, you play them at the start of Round 2.

Cameroon, Egypt, Morocco and Nigeria ('Bye' Teams)

CAF ROUND 1

The following teams play a Home-and-Away series. Winners advance to Round 2:

Togo vs. Senegal	*Madagascar vs. Zimbabwe*
Tanzania vs. Ghana	*Mauritania vs. Burkina Faso*
Sudan vs. Zambia	*Namibia vs. Mozambique*
Rwanda vs. Tunisia	*Congo vs. Ivory Coast*
Swaziland vs. Gabon	*Burundi vs. Sierra Leone*
Guinea-Bissau vs. Guinea	*Kenya vs. Algeria*
Uganda vs. Angola	*Malawi vs. South Africa*
Mauritius vs. DR Congo	*Gambia vs. Liberia*

Tiebreaker: See 'Tie Breaker' formula on p.10.

CAF ROUND 2

The 16 winners from Round 1, plus Cameroon, Egypt, Morocco and Nigeria are placed into five groups of four teams (draw occurs after Round 1).

Each group plays a double Round Robin schedule. Five winners advance to the World Cup.

League Play

Selecting LEAGUES from the Match Select screen brings up the select league screen.

To select a league:

- Control Pad **Left/Right** or to cycle through league choices.
- To select, press **B**.

Selecting League Teams

Once you have selected a league, the League Select Team screen appears. Here you can enter up to eight teams to follow and play during the league season.

To choose your focus team(s):

1. Control Pad **Left/Right** to scroll teams.
2. Press **A** to add a team to your list.
- To delete a team from your list, press **B**.
3. When you have chosen all the teams you want, press **START** to go to the League Standings screen. (See *League Standings* below.)

The teams you select for your league are numbered from 1 up to 8. If you pick fewer than eight teams, the remaining league slots are filled with teams chosen at random. These teams are not numbered. You play only numbered teams' games.

League Standings

The League Standings screen appears before the first League game and between matches. It shows the teams' current won-lost-tied record and total points. The aqua-blue highlight indicates the next two teams to face each other. Press the Control Pad **Up/Down** to scroll through Standings. Press **START** again to go to the Controllers screen.

Practice

Use any of the 6 practice scenarios to tighten weak areas of your game. Selecting Practice from the Match Select screen brings up the Practice screen; select the level of your opposition and your practice scenario.

Level of Opposition

Practice different moves with a varying level of opposition.

- To highlight Level, Control Pad **Down**.
- To adjust Level, Control Pad **Left/Right**. The choices are **MINIMAL**, AVERAGE, and FULL.

EA **TIP** Each drill continues until a point is scored; choose MINIMAL coverage and practice passing, clearing, and kicks without the interference of a defence.

Practice Scenarios

The scenarios available are: Corner Kick, Penalty Kick, Goal Kick, Throw-in, Passing, and Shoot-out.

- To choose a practice scenario, Control Pad **Up/Down** and press **B**. The Team Select screen appears.

Kicks And Throw-ins

Select **CORNER KICKS**, PENALTY KICKS, GOAL KICKS, or THROW-INS to prime a strategy. You can test new tactics by beginning drills from different areas of the field.

To begin the scenario:

1. Control Pad to move the soccer ball icon to various starting points on the field.
2. Press **B** to begin.

Passing

Choose PASSING and pit two teams against each other to boost both offensive and defensive play. Steady ball control is essential as points add up each time the opposition scores. With the absence of your goalie, you must play a mean defence to protect your goal. Begin a passing game with a kick off, just as in a Friendly game.

Shootout

Select SHOOTOUT from the list of scenarios and experience the pressure of a one-on-one duel for victory.

To return to the Practice screen press START.

Practice Team Select

Choose the teams to represent you and your opponent on the practice field. (See *Team Select.*)

Options

Highlighted option

You can select to adjust your options from the Match Select Pre-game, Pause and Half Time screens. Some options can be changed only before the competition begins. Those options are highlighted grey on the Pause and Half Time screens.

1. To set Options from the Match Select screen, Control Pad **Down** to highlight OPTIONS and press **B**. The Options screen appears.
2. Control Pad **Up/Down** to highlight an option.
3. Control Pad **Left/Right** to cycle game options.
4. Press **START** to accept your selections and return to the Match Select screen.

- To return to the Match Select screen without accepting any changes, press **X**.

Below is a description of some of the new and more complex options available in RTWC. Default options appear in bold type on screen.

MATCH TYPE — Select SIMULATION and experience the game as a real life match; players feel the strain of fatigue, and you're limited to 3 substitutions. Select **ACTION** and experience the match at its fastest and most exciting; gameplay is accelerated, players don't tire, and you have unlimited substitutions. This option can be changed only before the competition begins.

POWER CIRCLE — **ON** or OFF. Allows you to view the amount of power applied to a shot.

Note: When you're on the field, hold the action button to increase your power.

GOAL KEEPERS — **COMPUTER** or MANUAL. With MANUAL selected, you control the keeper to protect your goal. This adds a level of difficulty to your game; we suggest you select COMPUTER until you are more proficient at *FIFA: Road to the World Cup 98*.

ERASE LEAGUE — (Appears only when there is a League saved.) Select YES to erase a saved league series in progress.

ERASE WORLD CUP — (Appears only when there is a Road To World Cup 98 game saved. Select YES to erase a saved game in progress.

Half Time/Pause Menu

When the game is paused or the first half has ended, a list of options is displayed.

- To go to this screen, press **START**. The options displayed before the match reappear with the addition of Instant Replay, Substitutions, Game Stats, and Summaries.

Resume Game

Select RESUME GAME when you're ready to return to the contest. You are returned to midfield for the second half kick off and any Control changes are implemented.

Instant Replay

Want to re-live a classic moment? Select INSTANT REPLAY *immediately* following the play.

The past 10 seconds are rewound and a controller icon appears on the screen displaying Instant Replay controls.

To view an instant replay:

- To rewind or advance the action, press and hold **Y**, and Control Pad **Left/Right**.
- To replay the action at normal speed, press and hold **B**. The replay will play through until you press **B** again or it reaches its completion. To watch the replay frame by frame, tap **B**. Every time you press **B** the replay will advance one frame.
- To flip the view, press **A**.

Substitutions

In Simulation mode, the number of subs used per game is limited to three; there is no such restriction in Action mode. Change lineups from the Substitutions screen in the same manner as the Starting Lineups screen. (See *Starting Lineups*.)

Game Stats
The Game Stats screen presents up-to-the-minute statistics on both teams in eight critical categories.

To view Game Stats:

- Control Pad **Up/Down** to scroll through the stat categories.
- Press **B** to cycle through Game Stats, Goal Summary and Foul Summary screens.

Goal Summary
The Scoring screen displays the last ten goals scored, the players who scored them, the team they scored for, and the exact time each goal was made.

Foul Summary
The Fouls screen lists all the miscreants whose actions have warranted a red or yellow card, along with their team and the time the offence took place.

Quit
Ends the current game.

End of Game
CONTINUE is an additional option on the Game Over screen following League and Road to the World Cup games. CONTINUE returns you to the updated Standings screen so you can continue your series.

Saved Games
You must complete a full match in League or Road to the World Cup before having the option to save your progress.

- To continue a saved game select continue world cup 98' or continue league from the match select team.
- To erase a saved League or Road to the World Cup, see *Erase League* or *Erase World Cup.*

CREDITS

PRODUCED BY EXTENDED PLAY PRODUCTIONS

DEVELOPER: XYZ Productions

PROGRAMMERS: Umrao Mayer, Larry Garner

ARTISTS: George Simmons

MUSIC AND SOUND EFFECTS: Joel Simmons

XYZ PRODUCER: Umrao Mayer

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